

Fig. 1

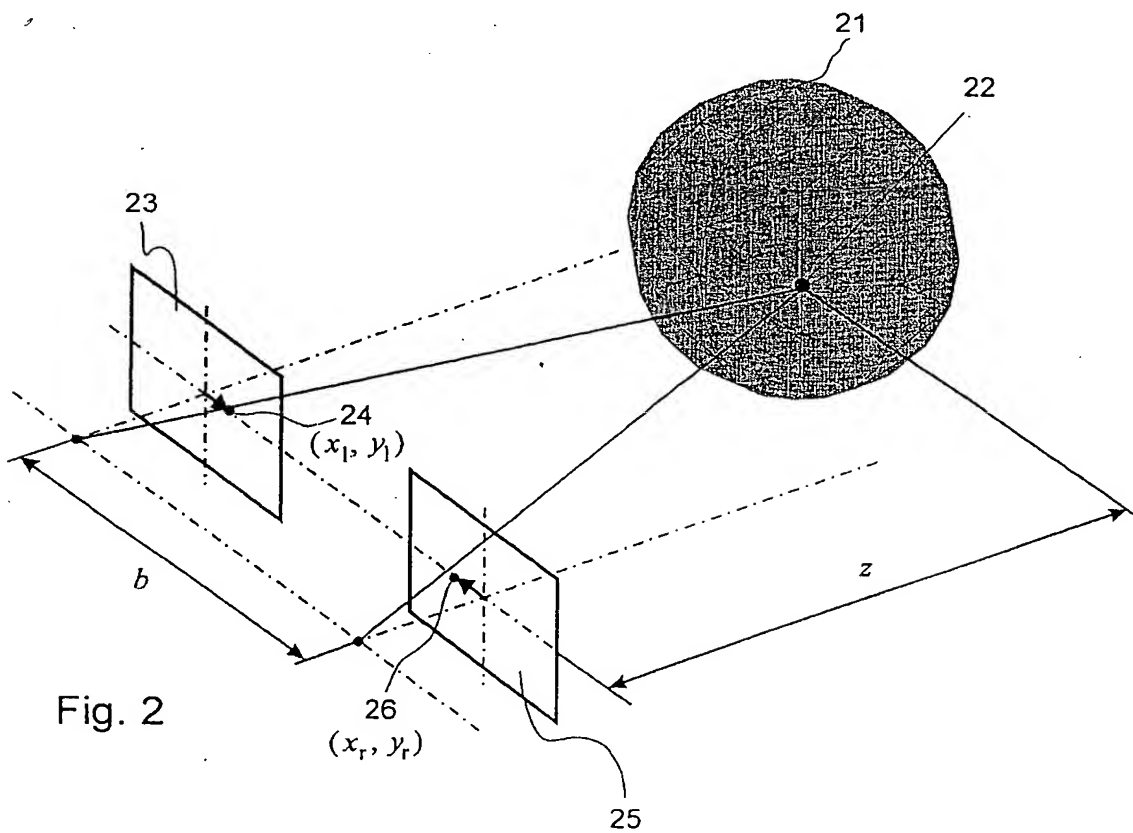


Fig. 2

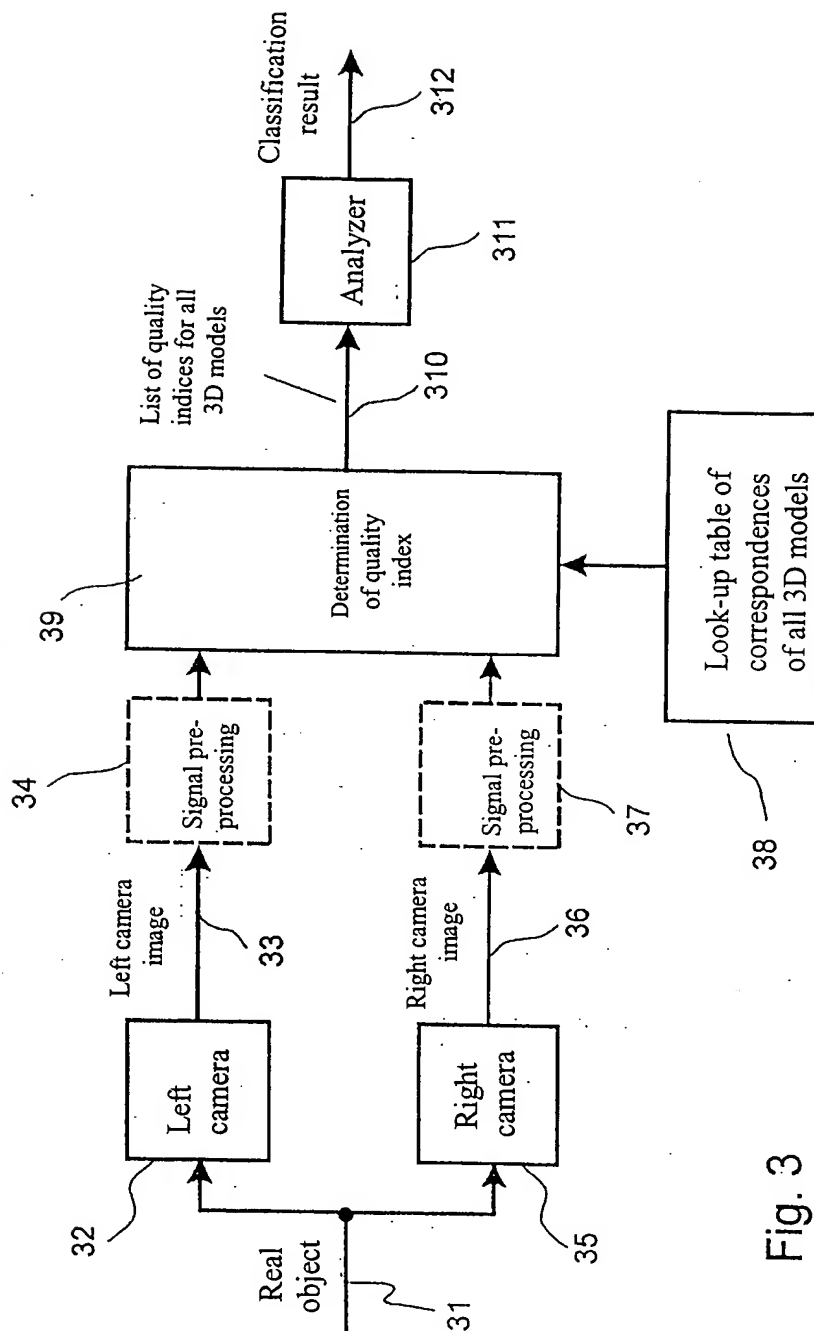


Fig. 3

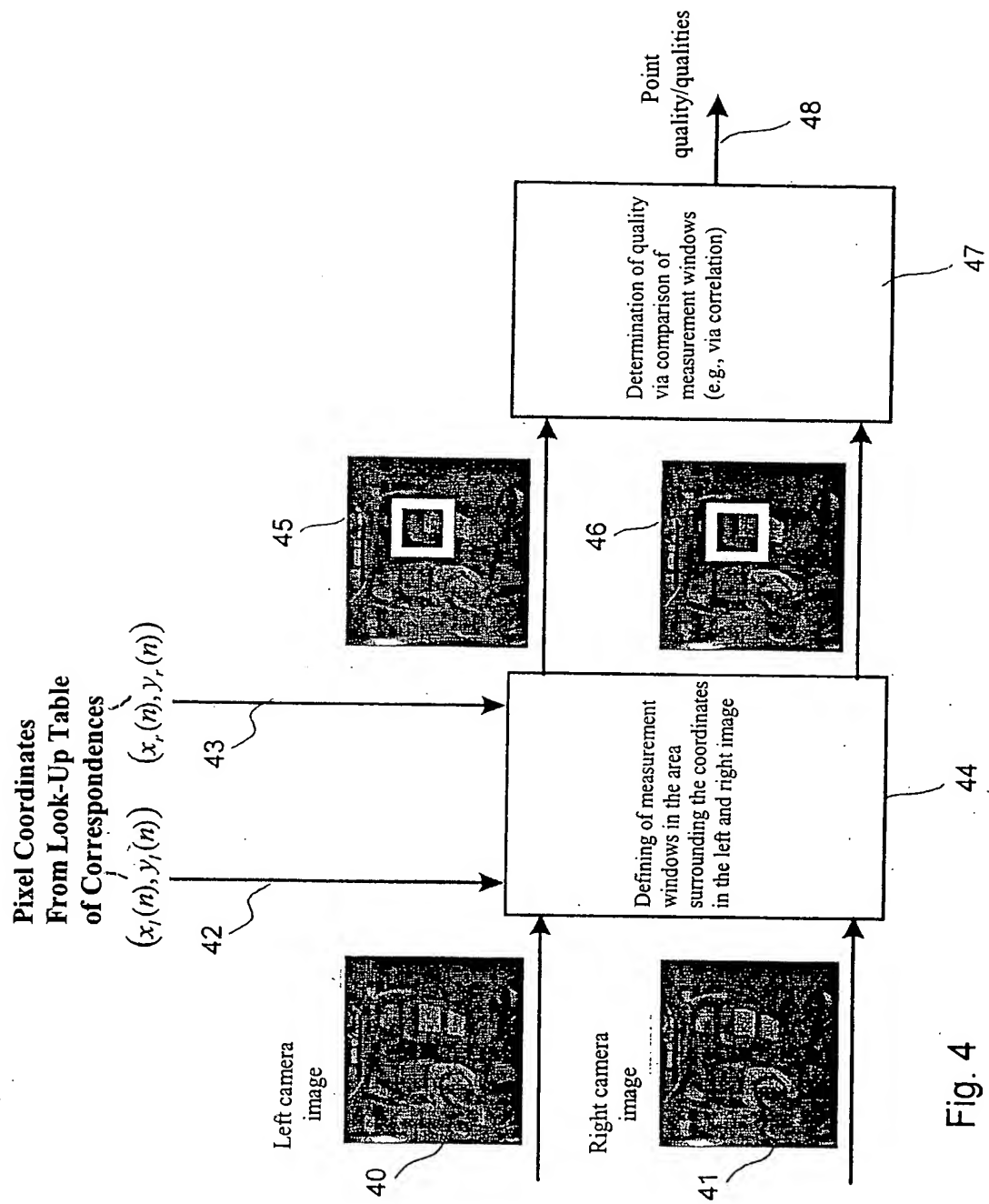


Fig. 4

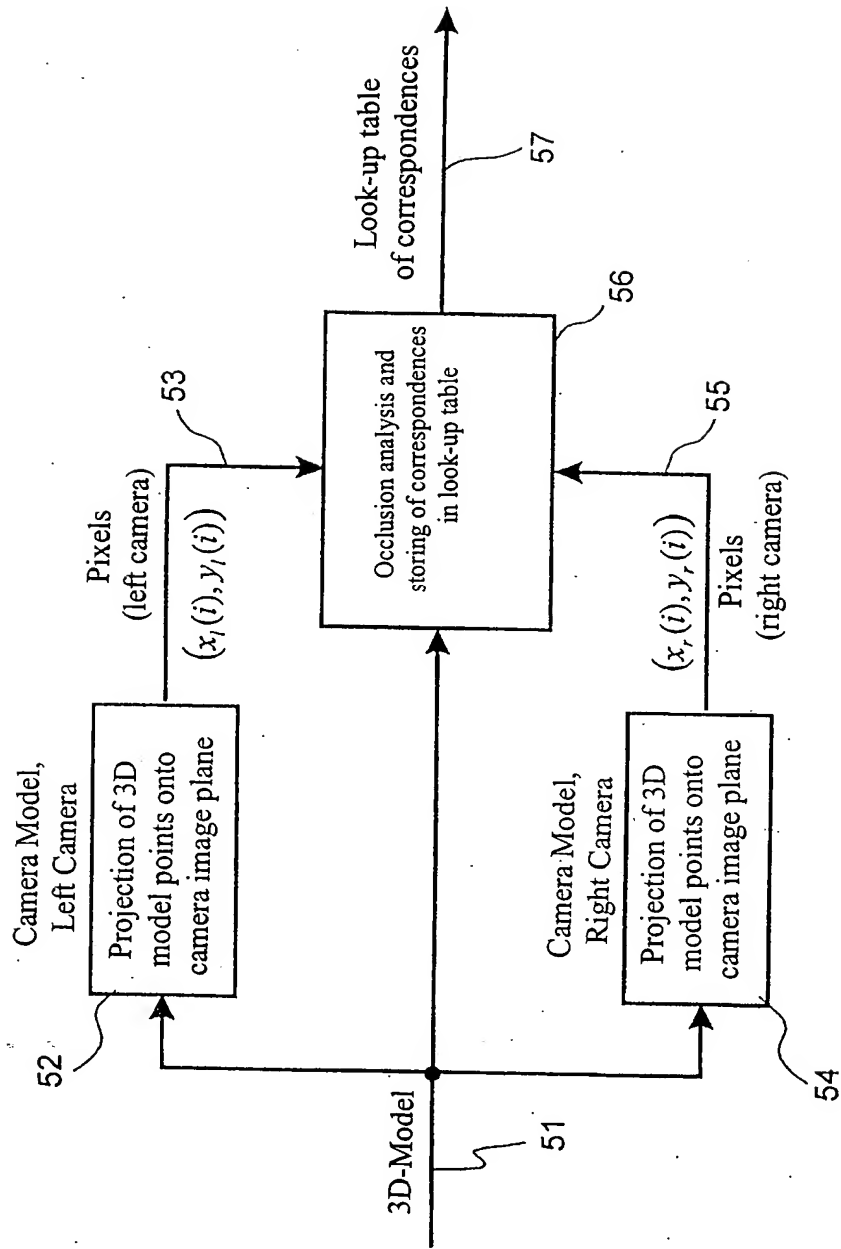


Fig. 5

Look-up table of correspondences for 3D model number k			
Point index	3D object point	Pixel, left camera	Pixel, right camera
1	$(x_o(1), y_o(1), z_o(1))$	$(x_l(1), y_l(1))$	$(x_r(1), y_r(1))$
2	$(x_o(2), y_o(2), z_o(2))$	$(x_l(2), y_l(2))$	$(x_r(2), y_r(2))$
3

Fig. 6

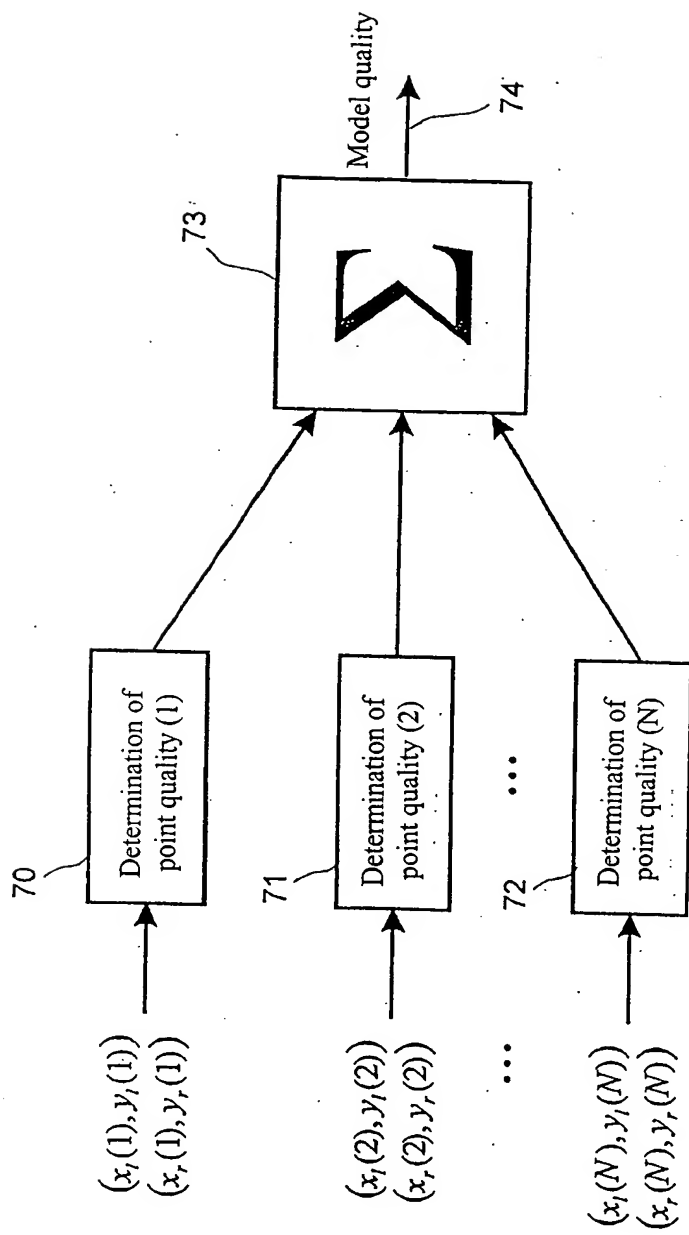


Fig. 7